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Tokunaga

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(54) **GAMING SYSTEM AND GAMING DEVICE**
(71) Applicant: **TOMY COMPANY, LTD.**, Tokyo (JP)
(72) Inventor: **Makoto Tokunaga**, Nishitokyo (JP)
(73) Assignee: **TOMY COMPANY, LTD.**, Tokyo (JP)

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(58) **Field of Classification Search**
None
See application file for complete search history.

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Primary Examiner — James S McClellan

Assistant Examiner — Peter Iannuzzi

(74) *Attorney, Agent, or Firm* — Staas & Halsey LLP

(57) **ABSTRACT**

In a gaming system to progress a battle game using game progression information in one gaming device and another gaming device, a controller of the one gaming device allows a storage unit to store the game progression information read by a reader and identifies a detected finger motion pattern. When the finger motion pattern coincides with a finger motion pattern for input in the stored game progression information, the controller allows at least part of the game progression information to be transmitted toward the other gaming device through a communication unit to be used for the progress of the game in the other gaming device. The controller acquires the game progression information in the other gaming device through the communication unit and allows the progress of the battle game using the acquired information.

14 Claims, 6 Drawing Sheets

